NUS-NSUE-USA

ROCKET robot on wheels™

INSTRUCTION BOOKLET

EVERYONE
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CONTENT RATED BY
ESRB

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Ubi Soft
ENTERTAINMENT

NINTENDO 64

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Sucker Punch

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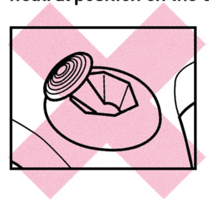
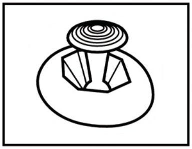
CONTROL STICK

The Nintendo® 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from it's neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

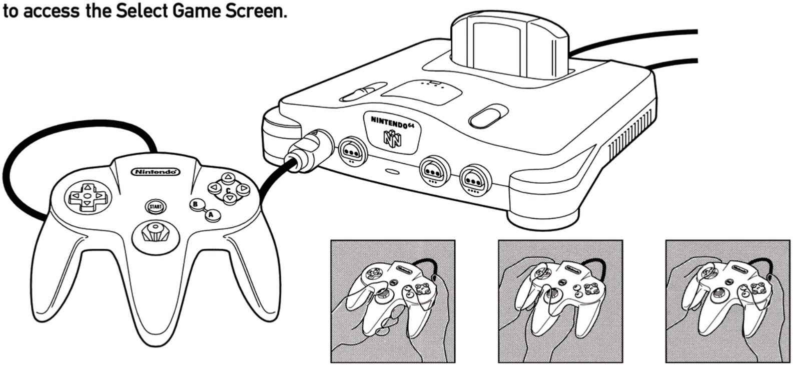


To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

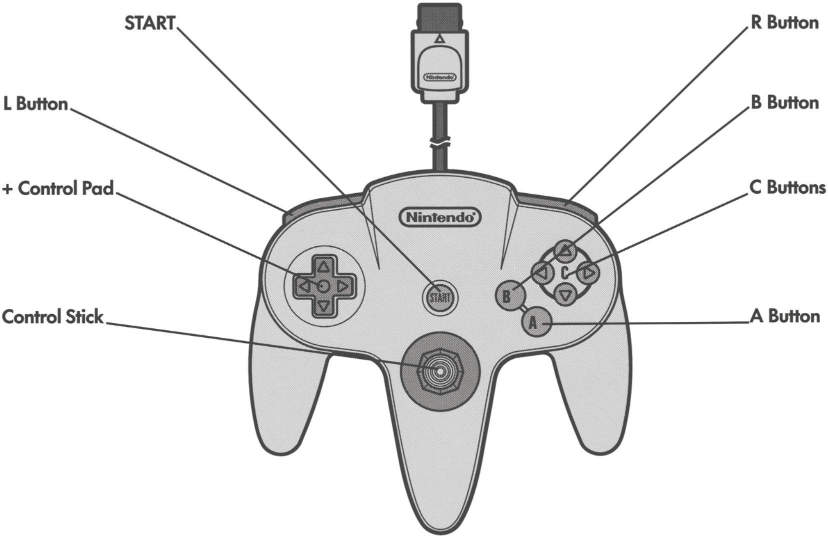
The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

STARTING THE GAME

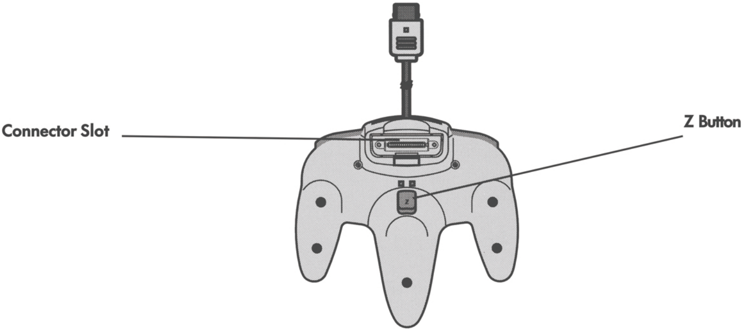
Correctly insert the Rocket: Robot On Wheels Game Pak into your Nintendo® 64 Control Deck and move the Power Switch to the ON position. When the Title Screen appears, press START to access the Select Game Screen.



N64® CONTROLLER


START
L Button
+ Control Pad
Control Stick
R Button
B Button
C Buttons
A Button
Nintendo

BACK OF CONTROLLER


Connector Slot
Z Button

THE STORY

Whoopie World, the new extra-galactic amusement park, is nearly ready for tomorrow's grand opening. All the tickets are ready. The mascots, Whoopie Walrus, and his raccoon sidekick Jojo, are resting quietly in their cages. Dr. Gavin, the park's creator, is leaving for the night. He leaves his favorite creation, a robot named Rocket, in charge of the control center.

Rocket has spent his whole life in the control center and Dr. Gavin's lab, and he was hoping to be allowed down to the park, since after tomorrow, it'll be overrun with guests, and Rocket will have too much to do. But Dr.Gavin is too busy to notice Rocket's little hints, like spending hours staring out the window of the control center at the park below.

As Dr. Gavin is leaving, Rocket notices that Jojo is secretly examining a huge blueprint in his cage. He rolls over for a look and discovers Jojo's secret plans: Jojo intends to ruin opening day! Rocket turns to alert Dr. Gavin, but is one step too late, and Dr. Gavin is gone.

Rocket turns back to check on the mascots, but Whoopie and Jojo are gone! Their cages swing open, and there's no sign of them. As Rocket turns again to see if he can catch Dr. Gavin, he nearly crashes into Jojo, who grins evilly and knocks Rocket out cold!

When Rocket recovers, he sees Jojo dragging Whoopie onto the teleporter that goes down to the park. Before he can stop them, they disappear. Alarms start going off, as Jojo's sabotage takes effect all over the park. Lights flash! Sirens wail! The machines start making strange noises that Rocket's pretty sure they're not supposed to make!

Rocket gathers himself together. He can hit the panic button, and summon Dr. Gavin back from his party. Or he can go down to the park and perhaps he can catch Jojo, rescue Whoopie, fix the machines, find all the Tickets, and get everything back to normal before Dr. Gavin comes back.

Decisions, decisions...

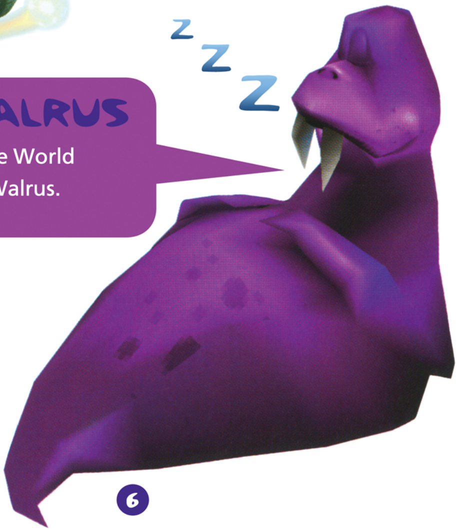
THE CHARACTERS

ROCKET

A friendly robot who loves to help out. He begins the game with a tractor beam and a wheel to roll around on, but as the game progresses, he'll get upgraded by Tinker, and add all sorts of new abilities. Rocket has to rescue Whoopie and recover the tickets that Jojo stole, or opening day will be ruined!

WHOOPIE WALRUS

The mascot for Whoopie World is a lovable but sleepy Walrus.



JOJO

A raccoon who is jealous of all the attention that Whoopie gets. The night before Whoopie World opens, he hatches his plan to ruin opening day and turn Whoopie World into his own amusement park: "JojoWorld"

TINKER

A helpful maintenance robot, created by Dr. Gavin to keep Whoopie World running smoothly. Tinker is always hard at work inside Whoopie World somewhere. He can help Rocket a lot, so always keep a sharp eye out for him.

DR. GAVIN A genius at engineering, and creator of Whoopie World. Dr. Gavin also created Rocket.

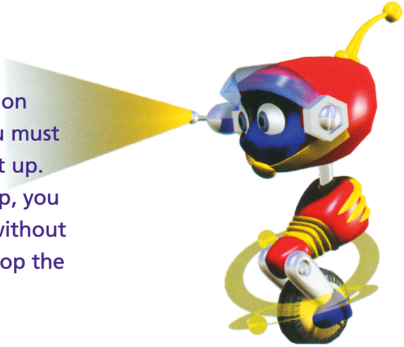
ROCKETS MOVES

Rocket starts off with his Basic Moves, and learns more Advanced Moves from Tinker along the way. Here is the complete list of Basic and Advanced Moves.

BASIC MOVES

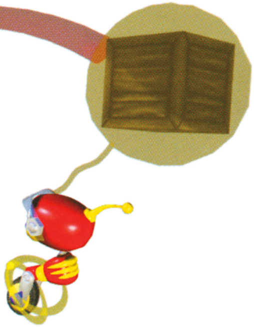
RUN - Move the control stick in the direction you want Rocket to move.

JUMP - Press the A Button to make Rocket jump. Hold the A Button for a higher jump.



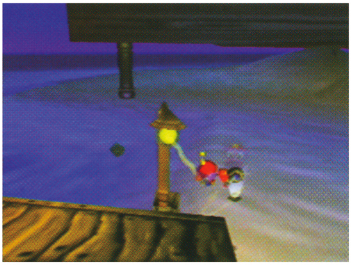
PICK UP - Press the B Button to turn on Rocket's tractor beam. You must be near an object to pick it up. Once an object is picked up, you can release the B Button without dropping the object. To drop the object, tap the R Button.

THROW - Once Rocket is holding an object, tap the B Button again to bring up Rocket's aiming cursor. Use the Control Stick to position the aiming cursor and tap the B Button again to throw. If you decide you don't want to throw, tap the R Button to cancel.



GRAB A HANDLE - Rocket can grab on to many handles in the game, usually over his head. To grab a handle, jump towards it and press the B Button. Press the B Button again to let go of the handle. You can also jump from a handle with the A Button.

SWING - When Rocket is holding on to a handle, moving the control stick back and forth will make Rocket swing. Swinging can help you jump to higher places.

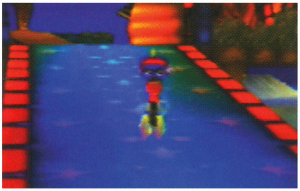


ADVANCED MOVES

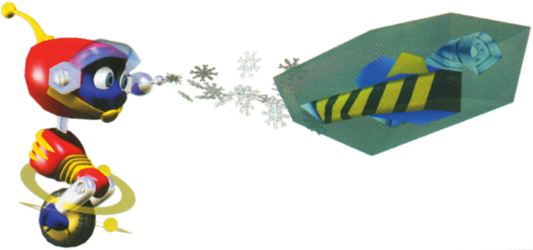
Advanced Moves are not available at the beginning of the game. Visit Tinker and he will help you learn these new moves!

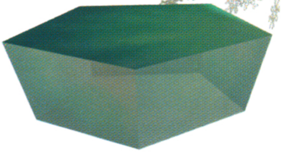
SLAM - Rocket can slam the object he is holding to the ground with tremendous force. This may even break open some items! First pick up the object, then press the A Button to jump then the Z Button while in mid-air. Rocket will do a flip and slam the object.

DOUBLE JUMP - Once Tinker upgrades Rocket to have this move, Rocket can jump much farther. To double jump press the A Button to jump then the A Button again while in mid-air. Time Rocket's Double Jump properly for the longest distance. Double Jump doesn't work underwater, unfortunately.



TRIPLE JUMP - This super high jump isn't taught by Tinker at all! A Triple Jump requires that Rocket be attacked by a mushroom first. While he can't roll around with the mushroom stuck to his wheel, he can still jump! If you time your 2nd and 3rd jumps just as you land, you'll execute the amazing Triple Jump and achieve dizzying heights!





FREEZE - Brrrrr... With this move Rocket can freeze some enemies and even freeze water to create his own floating platforms! Before freezing something, Rocket must stand near it as he were going to pick it up in his tractor beam. Press and hold the Z Button then press the A Button to freeze something.

GRAPPLE - Rocket's tractor beam has a short range until you learn this move. Once you learn it, you can grab hold of handles that are much higher in the air, or grab objects from far away. To use Grapple, push and hold the Z Button then push the B Button. This will bring up Rocket's Grapple Beam. Move the cursor with the control stick and press the B Button again to fire the Grapple. You will see the lock-on feature of the Grapple Cursor when you are aimed at something you can grab.

PLAYING THE GAME

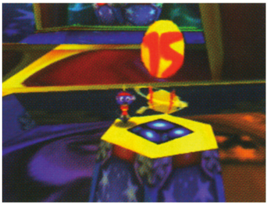
At the beginning of the game Rocket starts at the Main Entrance to Whoopie World. Jojo has a head start and he's placed a number of obstacles in your path. You will need to track down all the Tickets and Tokens you can, as well as repair as many of the Big Machines Jojo has broken. Along the way, be sure to stop by Tinker from time to time as he can help you by teaching you the new moves.

TICKETS

How can Whoopie World open tomorrow without a full supply of tickets?
It is up to Rocket to recover as many of the tickets as he can! Jojo has scattered 12 tickets throughout each of the Lands in Whoopie World, and you'll see they are lettered from A through L so you can tell them apart. Usually he put the early lettered tickets, A, B, and C into easier places while hiding the J, K, and L tickets in more tricky or secret places.

TICKET SWITCHES

These switches are normally used to be sure park visitors each have their ticket.

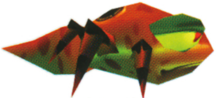


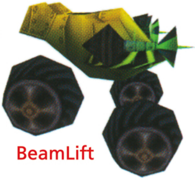
Unfortunately, Jojo has rewired many of them and now they require more tickets. Ticket Switches display the number of total tickets required to activate them in a hologram above the switch. He seems to have left the first switch alone, so after you find your first ticket, you should be able to make your way inside Whoopie World by jumping on the Ticket Switch.

VEHICLES

Around Whoopie World, there are a wide variety of vehicles for guests to ride in. Unfortunately the vehicles require Tinker Tokens to start up, and Rocket doesn't have any at the start of the game. He'll have to collect as many as he can during his adventure. To make matters worse, just like with the Ticket Switches, Jojo has rewired many of the vehicles and now they cost a large number of tokens to ride in.

Fortunately, once Rocket has enough tokens to start the vehicle, he can come back as often as he likes for a ride.

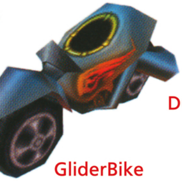

SpiderRider


BeamLift

HoverSplat

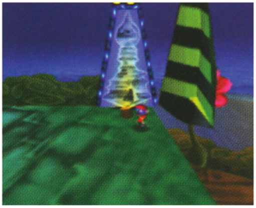
FinBot

ShagFlyer


GliderBike

DuneDog

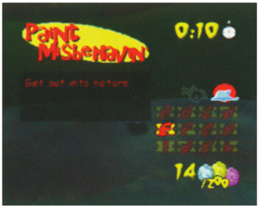
BIG MACHINES

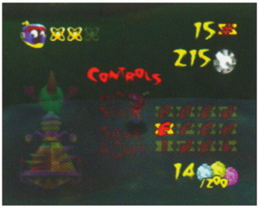


As if rewiring the Ticket Switches and Vehicles wasn't enough, Jojo has also broken a Big Machine on each Land. This means that some part of the Land is closed off to visitors until Rocket repairs the Big Machine. To repair the Big Machine, Rocket will have to collect each of the seven Machine Parts and then return them to the Big Machine Panel. Often the Big Machine Panel is located in a Cast Area, a behind-the-scenes part of Whoopie World. Restart the Big Machine and you will be rewarded with one of the Tickets Jojo has hidden in the Land.

PAUSE MENU AND HINTS

When you want to take a break, see how you're doing, or see a hint for the next ticket, press START to bring up the Pause Menu. On this screen you'll see how many total Tickets and Tinker Tokens you've found, as well as how many Tickets and Tinker Tokens you've found on this Land. By choosing the "Totals and Hints" option you can see hints for each ticket - but remember these hints are sometimes a bit tricky to figure out!





COLLECTIBLES

Unlike the other objects in the game, the collectibles cannot be picked up with Rocket's tractor beam or Grappling Beam. However, collectibles are easy to recover, simply bump into them and Rocket will add them to his collection.

TICKETS

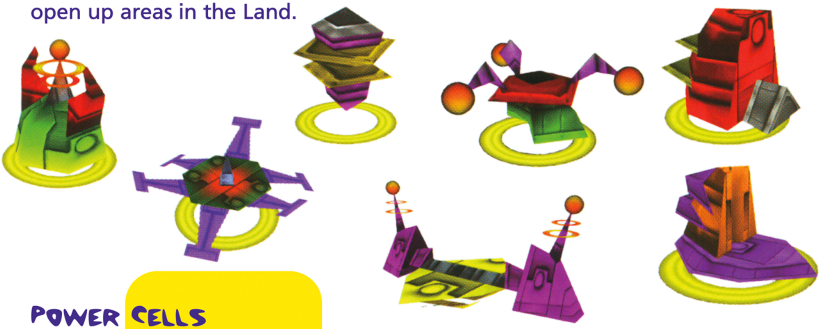
These are the most important items for Rocket to recover. Besides being needed for tomorrow's big opening of Whoopie World, they will enable Rocket to trigger the Ticket Switches that Jojo has sabotaged. Jojo has hidden 12 tickets in each Land of the amusement park, including the main areas of Whoopie World itself. Some are hidden in dangerous contraptions, secret locations, or guarded by creatures loyal to Jojo. Rocket will need to be brave to recover them all!

TINKER TOKENS

These are the coins used by guests at Whoopie World. Usually for a few Tinker Tokens a guest can take a ride on a roller coaster, or in any of the other vehicles around Whoopie World. Unfortunately Jojo has rewired the vehicles so they now require many more Tinker Tokens. Rocket will have to track down as many Tinker Tokens as he can if he hopes to recover all the lost Tickets. On each Land, Jojo has scattered 200 Tinker Tokens. If Rocket collects all 200 of them, he will recover the most difficult ticket - the L Ticket!

MACHINE PARTS

On each Land of Whoopie World, there is a Big Machine that Jojo has broken. Each part looks different, and the Pause Menu will highlight which of the pieces Rocket has collected. To restart the Big Machine, Rocket needs to find all 7 of the parts and then locate the Big Machine Panel. By bringing the parts back to the Big Machine Panel, Rocket will repair the machine and open up areas in the Land.



POWER CELLS

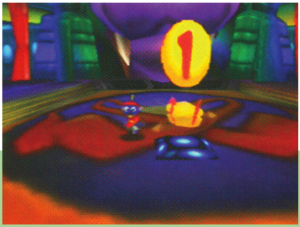
Each time Rocket takes damage from an enemy, from dangerous surfaces like lava, or is too close when a bomb goes off, he will lose some of his power. To replace this lost power, Rocket can collect a Power Cell, which will replace one unit.

POWER PACKS

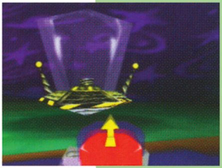
These are very valuable, and usually hard to find. By collecting one of these, Rocket will increase his maximum power capacity by one unit. In addition, Rocket will be fully re-charged each time he collects a Power Pack. Be sure to collect all the Power Packs you see--if you are careful you can get Rocket's maximum power to 10 or more units!

OTHER ITEMS

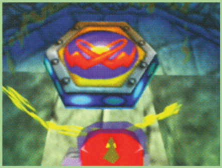
TICKET SWITCHES



These switches open up new areas in the park. You'll know how many tickets are required by the hologram above them.

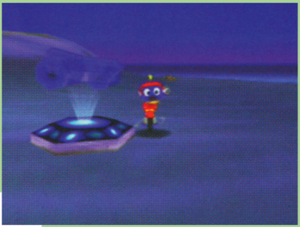


Power Up Station - Rocket can jump into these stations for a full recharge on his power. Very helpful, but unfortunately not very common.



Start/Exit Warp Pads - These special pads will warp Rocket between the main Whoopie World park and the themed Lands.

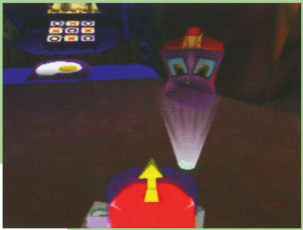
VEHICLE CALL BUTTONS



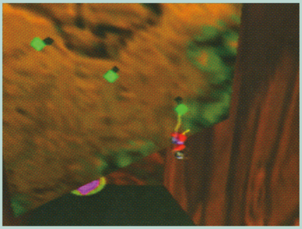
If you want a vehicle to appear, just jump on one of these handy buttons. There's a catch though, you have to have started the vehicle at least once before these will work.

SIGNS

You'll find these in varying places in the park. Press the B Button to read them for help!

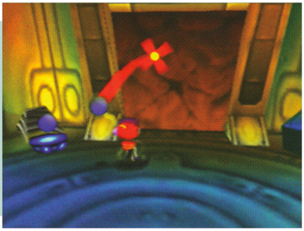


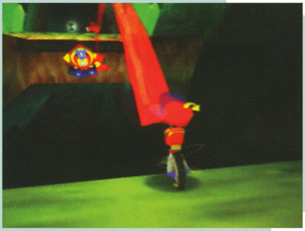
HANDLES While they look different in many places, the purpose is the same, jump Rocket up and grab on with your tractor beam!



BOMBS

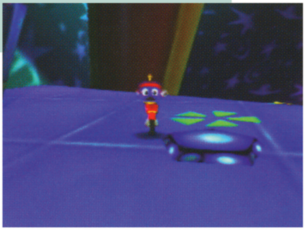
Be careful with these. If you drop them too close to Rocket he'll take damage. They're explosively fun though.





BOMB SWITCHES

These switches may only be tripped by throwing a bomb at them.



GRAPPLE PADS

These indicate that there's something fun for Rocket to grapple nearby. Go stand at the center of the Grapple Pad and look around! Of course you don't need to be on a Grapple Pad to use the Grapple move - what fun would that be?

EXPLORING THE LANDS

WHOOPIE WORLD You'll start your journey here and return often! Whoopie World contains the warp pads which will lead you to the other Lands. But that's not all, there are 12 tickets to collect here just like all the other Lands. Some are hidden in secret places, others are in bonus challenges.

CLOWNY ISLAND This carnival atmosphere is filled with challenges! You'll need to use your Basic Moves to track down all 12 tickets. Along the way you'll get to ride a roller coaster and race a dune buggy!

PAINT MISBEHAVIN

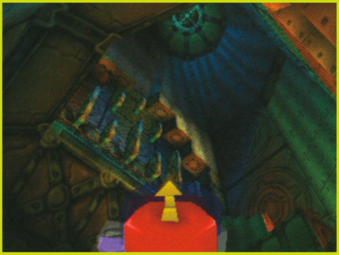
When in Rome, use the HoverSplat to color almost everything, even the sheep! And once you've started the Big Machine, be sure to take a dip in all the aqueducts with the FinBot!

MINE BLOWING

An underground Land filled with surprises as you explore the depths of the mine. You'll run into some helpful and pesky mushrooms, and have your first experience with Bombs!
Watch out for cannons!

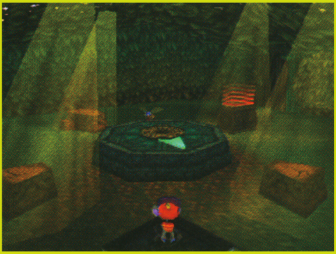
ARABIAN FLIGHTS

After all that time spent underground in Mine Blowing you'll really enjoy the high-speed, high-flying challenges in Arabian Flights!



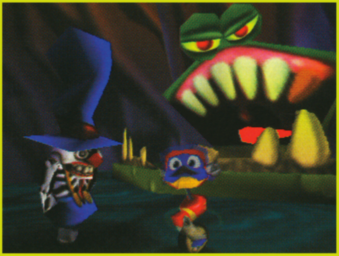
PYRAMID SCHEME

This mind-bending Land puts you into an ever-changing world, where Rocket will need to master the pyramid Land and its evil twin!



FOOD FRIGHT

It's marshmallows and monsters! What could be more fun? Some guests in the park never even find their way into Food Fright, but those who look around are sure to get a handle on the secret entrance.



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Mona Hamilton, Libby Brown, Lisa Hootnick, Jen Groeling, Sarah Ohring

PROOF OF PURCHASE

Rocket
robot on wheels™
0.08888.13009.3

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